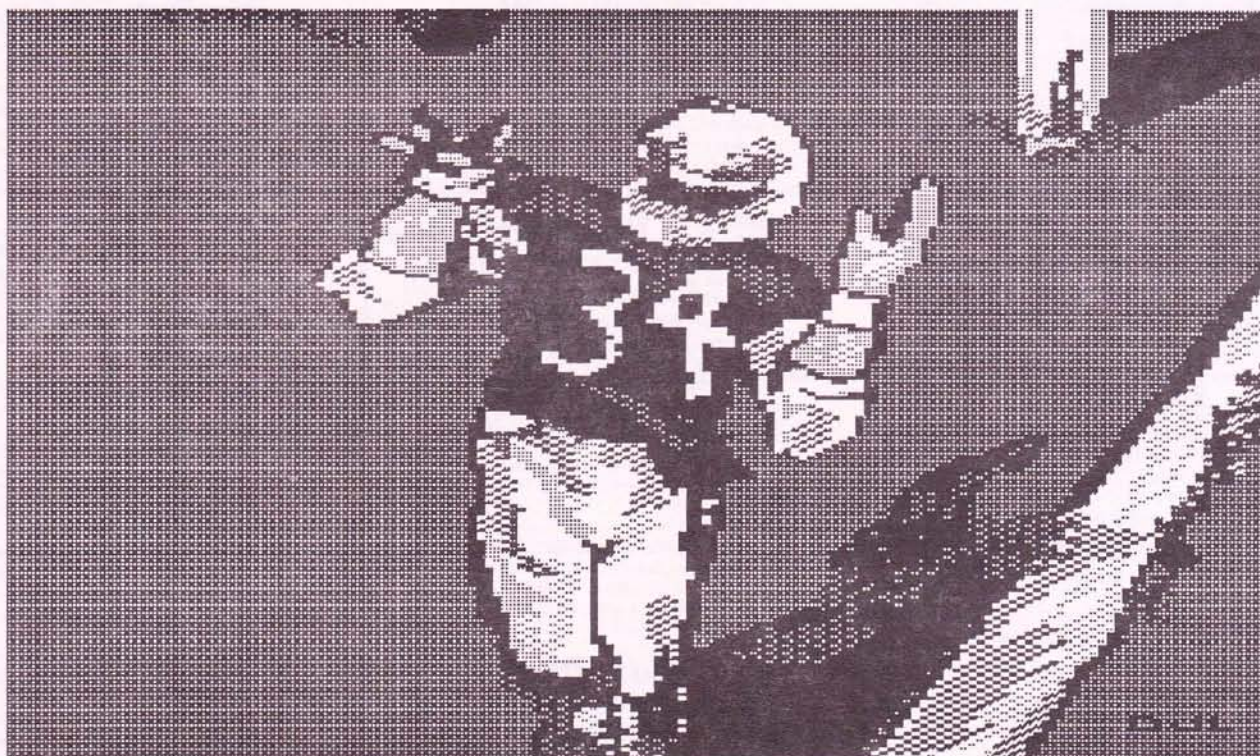




SLCC Journal

Newsletter of the San Leandro Computer Club October 1987



First look at new SX-212 modem
Frank's Fun Reviews
PIO for the 1200XL



The Atari logo is displayed in a stylized font, with the word "ATARI" in all caps. To the right of the logo is a large, stylized number "9" that is part of the main headline.

9

Reasons Why We're So Friendly...



1. P:R:Connection

Now you're no longer limited to Atari Only printers and MODEMS... the P:R:Connection is a flexible alternative to the Atari 850 interface. Suddenly hundreds of printers and MODEMS become compatible with your Atari, you can even share the same printer and MODEM with your ST or IBM PC.

The P:R:Connection plugs directly into the serial (disk drive) port of any 8 bit Atari and provides the user with a standard 'centronics' printer port and two RS-232 type serial ports. It also draws its energy from your computer which means one less cord fighting for an outlet while its compact size leaves your work space virtually clutter-free. The P:R:Connection's serial ports resemble those of the 850 interface, possessing the same signals and functions and using a fully compatible built in R: handler. Why not make your connection the right connection... with our Connection!
\$89.95 6 ft. Standard MODEM Cables **\$14.95**
6 ft. Standard Printer Cables **\$14.95**

2. Printer Connection

It may look just like an ordinary cable... but don't let it's simplistic styling fool you! This little dynamo's electronics are built right into the cable end and it possesses the power of compatibility... printer compatibility. (Compatible with all 'centronics' parallel printers.) With the Printer Connection, you're no longer limited to 'Atari Only' printers.

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3. Multi I/O

Five functions in one box give your 130XE or 800XL the leading edge in performance and execution.

1) RAMDISK: Choose from two versions; 256K or 1Meg. Built in software allows the RAM to be partitioned into multiple disks as desired. The Multi I/O has its own AC power supply which allows the RAM to retain its memory when the computer is off.

2) PARALLEL PRINTER INTERFACE: A 'centronics' type parallel interface which uses a standard 850 cable. Accessed as P1: or P2: with or without LF.

3) SERIAL PRINTER/MODEM INTERFACE: This port accepts either a serial printer or RS232 type MODEM. The 850 handler is built in; always there when needed, which means an extra 1800 bytes of free memory! Built in software also allows a serial printer to appear as a parallel printer and provides it with XON/XOFF software handshaking.

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5) HARD DISK INTERFACE: Supports up to

eight SASI and SCSI controllers at the same time to use industry standard 5-1/4" and/or 3-1/2" hard drives. 256K **\$199.95** 1Meg **\$349.95** 130XE Adapter (adds two cartridge slots) **\$19.95**

4. Optional 80 Column Adapter

Tune-in to 80 columns of information with the addition of our new 80 Column Adapter. Simply plug it inside of the Multi I/O case and watch it perform! The Adapter supports both monochrome composite and RGBI monitors. **\$99.95**
AFA 80 Column Boards (for the Atari 800) **\$99.95**

5. US Doubler

Expanding the 1050's strength is what ICD's US Doubler is all about... a true performer in the niche of hardware modifications. With the simple addition of this chip set, your Atari is transformed into a powerhouse, radiating with innovative qualities never before possessed in a 1050; like true double density for greater storage and an accelerated I/O rate designed to triple your speed when combined with SpartaDOS.

Furthermore, the US Doubler is fully compatible with existing Atari software and not only supports true double density but, single density and the 130KB 'Dual Density' (1050 Mode) as well. ICD's US Doubler Package comes complete with two plug-in chips and SpartaDOS Construction Set (including two manuals and two program diskettes). **\$69.95**

US Doubler 1-4 without SpartaDOS Construction Set **\$39.95**

6. SpartaDOS Construction Set

Perfection... that's how we describe our DOS and we're sure you'll agree when you put the SpartaDOS Construction Set to work. It supports everything from the 810 disk drive to hard disk drives, RAMDISKS with the RAMBO XL modified 800XL or 1200XL, the 130XE, the modified 320K XE plus the AXLON 128 board for the 800! And there's more...

A special menu file allows rapid transfer, erasure and lock or unlock of tagged files, using only the Space Bar, Option, Start, and Select keys. The utility package also features a 32 character keyboard buffer, intelligent switching between disk densities, a binary file game menu, subdirectories, time/date file stamping, and a 175 page manual containing everything you ever wanted to know about SpartaDOS and the US Doubler. **\$39.95**

7. SpartaDOS X

Just what your 8 bit has been waiting for... a cartridge based DOS which adds increased power to your computer and includes a surplus of features such as 80 column support, Ultra Speed operation with the US Doubler and the

new 3-1/2" Atari drives plus high speed support for standard Indus GT drives. And for you programmers, now the time consuming process of searching and indexing is streamlined due to the built in data base's incredible speed. **\$79.95**

8. R-Time 8

We've got the time if you've got the Atari. In fact, the R-Time 8 will even provide you with continuous and automatic date information as well! Its unique piggyback cartridge sports a clock board and a three to five year battery back up. A top extension port welcomes the use of additional cartridges since this handy device of ours requires no cartridge area memory of its own. What's more, the R-Time 8 works with all DOS types and plugs into any slot on your Atari computer.

Put our SpartaDOS to work with the R-Time 8 and just like magic... each file you create or rewrite is now instantly tagged with time and date information. We're sure that the R-Time 8 will add a new and exciting dimension to your Atari, one that you'll rely on time after time! **\$69.95**

9. RAMBO XL

You'll be saying "thanks for the memory!" after the RAMBO XL transforms your 800XL or 1200XL into a mighty 256K computer and makes it memory compatible with the 130XE. Now your XL can support BASIC XE extended mode or the standard 64K RAMDISK supplied with Atari DOS 2.5. The new RD.COM handler supplied with SpartaDOS Construction Set gives a 192K RAMDISK... that's enough memory to duplicate a full double density disk in one pass! Our RAMBO XL package includes a plug-in decoding board and complete installation instructions.

You must supply the eight 256K DRAMS (available from ICD for \$32.00) and the DOS of your choice. The RAMBO XL provides a low cost answer to high performance memory enhancement. **\$39.95**

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SAN LEANDRO COMPUTER CLUB

P.O. BOX 1506
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SLCC JOURNAL

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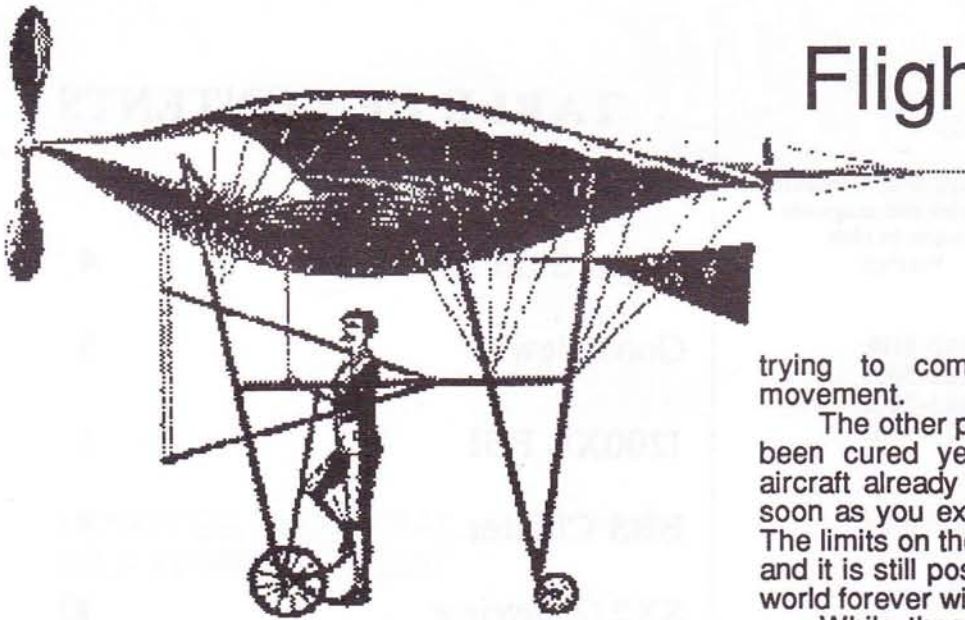
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Flight Simulator II

Version 1.1

Reprinted from Atari Exchange of Louisville
Written by Charles E. Crowder Jr.

Flight Simulator II has been one of the top sellers for any computer which it has been produced. This has held true for the ST as well. In the past there have been a few problems with it. These were mainly:

- 1) Lack of joystick control
- 2) Different versions to support monochrome and color
- 3) Copy protection
- 4) Limits on user databases
- 5) Inaccuracies in the simulation (ie., never running out of fuel, etc.)

With this new release, SubLogic has corrected three of these problems. Joystick control has been implemented along with mouse control and the keyboard. Both monochrome and color are now supported on the same disk. The program detects which monitor is connected and loads the proper program module. For hard disk users, the copy protection is now gone, so loading from a hard disk is now supported. For those who use the multi-player mode, the ADF can now display the direction to the other players plane while the DME will indicate the distance. The autopilot can also be used to lock onto the other plane and bring you together.

Having used the new version since mid-June, I can say that the joystick mode is long overdue, but like the mouse, it takes some getting used to because the joystick movements are sequential rather than random as with the mouse. If you are in a hard left turn and wish to center the control, you must start the movement before the aircraft is too far into the turn or you will over-control the aircraft

trying to compensate for the slow joystick movement.

The other problems in the simulation have not been cured yet. The editor requires that the aircraft already be in the air or you will crash as soon as you exit the editor for inflight maneuvers. The limits on the user defined databases still exist, and it is still possible for the pilot to fly around the world forever without running out of fuel.

While these problems are minor and detract very little from the enjoyment of the program, I hope that SubLogic will correct these obvious flaws in the near future.

If you haven't received notice of the upgrade and still have version 1.0 of the ST version of FSII, send your original disk to SubLogic at the address on the back of the product box and mark the envelope "ST VERSION UPDATE." The update is free and takes about 2-4 weeks.

Rating: ****

Flight Simulator II Scenery Disk #7

This is the first scenery disk released for the ST (#11 has since been released with SubLogic promising more on a once a month schedule). This release covers the East Coast from New York (exclusive) south to the Florida Keys (inclusive). The scenery is improved over the master disk and is more like the scenery available on the STAR scenery disks for the 8-bits. It is fairly detailed although the graphics are still blocky. The data for the scenery on this disk takes up a singlesided disk and includes a shuttle on Launch Complex 34A, several gantries for earlier space launchers and the gigantic Vehicle Assembly Building built for final assembly. Washington shows the White House, Capitol, Pentagon, Washington Memorial, and several others. The list of sights is too lengthy to list but this disk is worth the price for those who like to fly the simulator.

Rating: ****

END





Good News from JAMES MORAN

This month I am happy to announce that the executive board has lowered the price of the disks in our library to \$4.00 each, that is for both the 8 and 16 bit disks. Now that the price has been lowered we will no longer accept disks for trade-in, this was a little used option so I won't go into it. The software exchange is still in effect, so if you bring me a disk full of new software you can exchange it for a disk of your choice. The non-member price is still \$7.00 a disk, I will have to be a little more careful about checking for membership cards, so please have them with you when you come to buy your disks.

I have finally gathered enough icons to assemble a 5th PRINTSHOP data disk, this disk is double sided and has 160 new icons not on our previous disks. So now all of you people that have been asking me about it for

the last couple of months can have a little rest, for now.

I guess I should tell you that we will now have a limited supply of the 16 bit disks on hand at the main meeting each month, by a limited supply I mean I will have a couple copies of each of the disks of the month for the last year or so.

Just a reminder we are still selling blank disks for both the 8 and 16 bit machines, for the 8 bits they are a package of 10 double sided/double density disks for \$7.00, and for the 16 bit machines they are 10 for \$12.00.

Also we have just finished a major revision of our 8-bit disk catalog, so we will have a very limited supply (6) of the old catalogs for sale at the meeting, they are complete up to August 1987, and will be available for \$3.00 each. Even if you don't want to buy an old catalog, you should take a look at the new one.

END



What every good 1200 needs

A Parallel Buss Interface for Your 1200XL

By Bob Woolley SLCC

If you did the CLEARPIC modification in the August Journal, then you qualify as a 1200XL nut, just like me. No use fighting it, though, you really do yearn for the MIO type stuff that all the 800XL/130XE users have been bragging on. The easy way to get one is to buy an 800XL, but since when do we have to take the easy way out? Face it, you want an MIO, you gotta do this mod. You might even get a disk interface thrown in. There are only two hardware functions that are missing on the 1200XL that are required to run the Parallel Buss - a 16K ROM select and the -EXTERNAL SElect input. All the other circuitry already exists in the 1200XL. So, let's get a 16K ROM in there, first.

The 1200XL OS does not have the PBI code in either of its two 8K ROMs, which means we'll have to either recode an EPROM or use the 800XL or 130XE (same chip) OS ROM. Since many people don't have an EPROM burner and don't want to spend \$150 for one, maybe \$5 or \$10 for an Atari ROM out of an 800XL (CO61598B) is a good idea. Also, it really isn't legal to copy the Atari ROM into an EPROM, even for your own use. Even if you destroy your source ROM, even. Atari was nice enough to provide an easy upgrade path, use their ROM. OK? First thing you may find is that the 1200XL ROMs are 24 pin devices and the new ROM is a 28 pin package. No problem. All of the 1200XL main boards have 28 pin sites for the ROMs. All you need to do is pull the 24 pin socket at U13 and solder in a 28 pin unit. One more address line (A13) is needed, so remove the W6 jumper and solder a wire from pin 23 of the CPU chip (U21) to the top pad of W6. Now, plug the 800XL OS ROM into U13. The 16K ROM select is just as simple. Take a look inside your 1200XL. See the chip that has 20 pins (U14)? That is your MMU. It is the main difference between a 1200XL and an 800XL. Same number of little pins, same number of inputs and outputs But the

800XL IC has the 16K select for the OS ROM. So, let's jump right in and swap the MMU with the 800XL part (CO61618). Fits just fine, doesn't it? Pull out all the jumpers except W11, W12 and W9 and you have a ROM select line that will select the address range from \$C000 to \$FFFF in a single ROM, like the 800XL.

Since the 1200XL has two ROM sockets, and there may be some hard core nuts out there that just must have the internal Basic ROM, get a version C ROM and bend up pins 24 and 21. Plug this ROM into U12 and solder a wire from pin 24 of the Basic ROM to +5v at the top of C11 (just to the left of U13). Solder another wire from pin



If you are nervous about opening up your 1200XL, let our expert assist you !

21 of the ROM to the left hand pad of W7 (which should not have a jumper in it) . One more wire from pin 18 of U14 to pin 11 of U23 and your machine has Basic under the covers, just like the big guys ! Now you get the thrill of holding down OPTION when you want to boot without Basic, where those of us who don't do this section only need to pull the cartridge. To be fair, though, SpartaDos will now turn Basic on and off in your 1200XL with the Basic On and Basic Off commands - which is kinda nice.

All right ! Half way there. Now, for the -EXTSEL line. You need a 74HC08 for this part of the upgrade. You could use a 74LS08, but the 74HC devices draw much less power than the older LS chips and they are better behaved on the buss compared to the standard parts. Bend up all the pins on the new IC except 7 and 14. Cut off pins 4,5,6,8,9,10,11,12, and 13. Pull U17, an LS08, and place the HC08 on top of it so that all the pins line up. Solder the two devices together at pin 7 and pin 14 and plug the pair back into U17. You should have pins 1,2 and 3 of the HC08 bent away from the LS08 such that wires can be soldered to them. Looking at the BOTTOM of the board, cut the trace that runs from pin 16 of U14 to a pad about 1 inch above pin 14 of U11. Cut the horizontal trace on the bottom of the board, not the vertical trace from the pad down to pin 1 of U11. Solder a wire from pin 3 of the new HC08 to this pad. Solder a wire from pin 1 of the HC08 to pin 16 of U14. The last wire needs to connect thru a 2.7K resistor to +5 volts. If you have done the CLEARPIC mod, pull C117, just above Q16 and solder a wire from pin 2 of the HC08 to the old collector pad of Q16 (bottom pad of the transistor) . If you have not done the CLEARPIC upgrade, solder a 2.7K resistor from pin 2 of the HC08 to + 5 volts. Either way, pin 2 of the 74HC08 that you added is now the -EXTSEL line (pin 2 on the PBI connector) that you were missing. Your 1200XL now contains all the lines necessary for PBI operation.

You know what comes next, don't you? Solder one end of a 50 conductor flat cable to each point listed below. Be absolutely certain

that you are counting the flat cable wires correctly. They read kinda goofy - the red stripe is pin 49. Pin 50 is the next wire into the flat cable. Next is pin 47 and then 48. It continues in that odd fashion to pin 2 on the right edge of the cable. Be careful - I warned you !

The pin connections:

CONN	BOARD	CONN	BOARD
49	n/c	50	gnd
47	n/c	48	n/c
45	gnd	46	pin 5 U11
43	pin 14 U14	44	pin 6 U25
41	pin 8 U25	42	gnd
39	n/c	40	pin 14 U14
37	n/c	38	pin 16 U14
35	pin 4 U21	36	pin 2 U21
33	n/c	34	pin 40 U21
31	pin 34 U21	32	gnd
29	gnd	30	gnd
27	pin 27 U21	28	pin 26 U21
25	pin 29 U21	26	pin 28 U21
23	pin 31 U21	24	pin 30 U21
21	pin 33 U21	22	pin 32 U21
19	gnd	20	pin 25 U21
17	pin 23 U21	18	pin 24 U21
15	pin 20 U21	16	pin 22 U21
13	pin 18 U21	14	pin 19 U21
11	pin 16 U21	12	pin 17 U21
9	pin 15 U21	10	gnd
7	pin 13 U21	8	pin 14 U21
5	pin 11 U21	6	pin 12 U21
3	pin 9 U21	4	pin 10 U21
1	gnd	2	pin 2 of HC08

As far as the length of the flat cable is concerned, I have used the PIO Controller from the July and August Journals with a 4 foot cable. None of the logic in that design would have a problem with this 1200XL setup. However, other commercial hardware may not be so forgiving. I have not finished my 1200XL wiring , but I have tested the ROM and Basic changes - check with me on CIS (75126,3446) if you are planning to run an MIO or the Supra Hard Disk controllers. Otherwise, get yourself a Supra MicroPort kit and check the Journal next month.



Key System Chatter

Mess: 0076

To : All 09/17/87

From: SYSOP

Subj: New Findings

I just found out that the MIO ROM software will re-format all the RAM drives even if you are changing only one partition. This includes the printer spooler as well!

What does this mean to you? Well, ummm, ahh, okay - I'll come right out and say it. If you posted a message on Wednesday (9/16) or thereabouts, it is history. Poof! Gone! Ever wonder where all that important data goes? I'll bet it ends up on Memory Alpha.

Rgds, Mike

Mess: 0080

To : ANYONE 09/20/87

From: (name deleted)

Subj: ST SOFTWARE

I AM IN SEARCH OF ANYONE WHO MAY OWN ST SOFTWARE. I'D RATHER SWAP COPIES THAN PAY STORE PRICES.

Mess: 0082

To : (name deleted) 09/20/87

From: SYSOP

Subj: ST SOFTWARE <REPLY>

We rather not have you using this BBS to find folks to swap software with. This is one of the reasons that there is little new software available for the 8-bit line and we wouldn't want to see the same thing happen to the ST line. If you must continue with your search for free commercial programs, then do it elsewhere.

Rgds, Mike

Mess: 0086

To : JACK E. SNELL 09/25/87

From: JIM WARREN

Subj: ATARI = FEDERATED? <REPLY>

Thanks for the offer. The real question for me, though, is whether or not they will carry any Atari computer stuff besides the ST. I think only time will tell about that. I suspect not, however, and I am not even sure that it matters to me anymore anyway.

Mess: 0087

To : JIM WARREN 09/26/87

From: BRICK EKSTEN

Subj: ATARI = FEDERATED? <REPLY>

Supposedly Federated will carry all Atari peripherals that meet federateds current pricing structure. Meaning things that cost less than \$1800.00 as a single unit. They will not carry the mega ST's.

END

Chatter from STu's Place

Message : 2464 [Open] 09/14/87 17:11

From : Sysop

To : All, Etc..

Subject : pc and mac sac sigs.

Well, I fought and bled, but finally have the pc-ditto and Magic sacsigs installed.. (Check sig list for further info.) Enjoy!!

Any Mac or PC public-domain/shareware type stuff you think might be useful to those with these emulators, upload away!! DRS

Message : 2468 [Open] 09/15/87 23:45

From : Bill Foster

To : All

Subject : Bconin

I've have found an idiosynchrosy in GEM when running myapplication which I wrote in C. It does not pick up the first 8 or so characters I type when I first initialize. This only happens if I call `appl_init()` during the program initialization.

Why is this so and can I get around it?

The keyboard calls I use check for status using the `Bconstat ()` routine from the BIOS, and read with `Bconin()`. Help.... - wpf

Message : 2470 [Open] 09/17/87 00:48

From : Bill Foster

To : All

Subject : format11.arc

I've uploaded a really good 11 sector formatting program that gives you 902K per disk.

It's a good idea to `FORMAT EACH DISK TWICE` before you use them because of the wierd format and some drive's stubbornness towards the ultra-high density. It formats fast, so, no prob. - wpf

Message : 2471 [Open] 09/17/87 12:52

From : Dan Scott

To : Bill Foster (x)

Subject : #2470 format11.arc

I don't understand why you would need to format the disk twice in order for it to work.

Will it work with the newer drives that Atari is putting out now?

Later.....

Message : 2472 [Open] 09/18/87 19:39

From : Bill Foster

To : Dan Scott (x)

Subject : #2471 format11.arc

The quality of the format is questionable on any drive. I'd be very careful about putting your most important data onto these disks - also anything you've written or are working on currently I would leave on the original format. Once the data is written, however, you have more, if not 100%, security. Usually i find that after about 600k of normal operations there is an inability to write and it has trouble distinguishing between read and write operations.

+ wpf

END

Heck of a deal !

Checking out the SX212

By Bob Woolley SLCC

For those of you with no modem, or a SIO connect 8-bit modem, or a 300 baud modem (leave anybody out?), Atari has got a great new product for you - the SX212 1200 baud modem. It has a standard RS-232 interface for those users with an 850, or an ST, or a P:R Connection and an SIO connector for those 8-biters who lack an RS-232 box. It is Hayes compatible and even has a nice row of LEDs across the front of the unit to keep you informed of its status (High Speed, Auto Answer, Carrier Detect, Off Hook, Receive Data, Send Data, Terminal Ready, and Modem Ready). The best thing about this guy is that it only costs \$99.95 - List Price. A product of increasing integration, it is another level up on the path to single chip, 1200 baud, modems - much like the 300 baud XM301 that preceded it.

I can remember my first RS-232 modem. It was also Hayes compatible, which seems to mean that it has to have 6 million switches set before your computer will talk to it. Not the SX212. Absolutely nothing to set on this guy. Move it from your 8-bit to your 16-bit system works just fine with no switch juggling. Aren't any to mess with, anyway. My X-Ray Vision tells me that there are jumpers inside, but it isn't something the average guy is going to fool with. I tried the 212 on my ST with FLASH. Although I am not any kind of TP expert, the modem worked just fine. It seemed to be perfectly happy with XModem downloads and such. Even the operator trying to interrupt my call didn't bring down the modem. Lots of garbage, but carrier stayed up. This is exactly what the computer industry needs - an affordable product that you just pull from the box and run !

When it came to my 8-bit system, I hit a little snag. Since the modem would connect to the SIO port, it has to either emulate an 850 and the Hayes modem, or not emulate the 850 and not work on my 8-bit. Guess which one I got?? Works just fine on the P:R Connection as a Hayes (knew that since it worked on the ST) . Didn't work at all as an 850. I tried a Status command to every address on the SIO buss and got no response from the SX. One thing for sure, no matter how it works, the modem requires a handler. Some devices load their own handler and some programs replace them with the handler that the program wants. So, without a handler, I had no chance to make the thing work. If the device didn't even talk to the CPU on the SIO buss, how could the handler talk to the modem? The XM301 modem came with an excellent communications program and plenty of documentation on disk to fully describe the handler necessary for that device. I quickly learned that an SIO cable (which is not included in the box - for obvious reasons. You can't use the SIO feature without the handler) and a version of EXPRESS will become available from Atari at some future date. I should hope so. Not requiring a P:R Connection or an 850 can save an 8-bit user as much as the cost of the modem itself. This is one of the greatest assets of this device, the ability to run without additional interfaces. Needless to say, this was most discouraging. Maybe a little hacking could help?

There was (is?) a company called Advanced Interface Devices that made a simple RS-232 adapter for the Atari SIO buss. Since the SIO is already a serial buss that can be programmed to operate in almost any mode, they thought they could just write a handler and wire up a cable that would suffice for RS-232 operation. They produced the R-Verter and managed to do

SX212 continued

exactly what I described - run the SIO as an RS-232 serial interface. With this in mind, and a little more X-Ray Vision, it appeared that Atari was using the same method on the SX212. There is a two chip modem set, a couple of RS-232 receiver/driver chips, an audio amp, an LS logic chip, and some sort of clock generator inside this modem. It would be very unusual for a modem chip set to be able to talk to an Atari SIO buss directly (the XM301 uses a microprocessor to operate as a modem and to talk to the buss). So, I had to conclude that Atari used the R-Verter approach. Close inspection of the SIO pins indicate that the -Command line (pin 7) is not even connected in the SX212. No way to do SIO without that pin. No SIO means an RS-232 emulator. The only one that I am aware of is the AID R-Verter.

So, I logged on to CompuServe and looked for an R-Verter handler in DL2. Luckily, I found exactly what I needed in a file called RVHAND.XMO. It is an R-Verter handler that has been re-compiled for use with HOMETERM. Following the RVHAND.DOC file, I created a copy of HOMETERM that would run on the R-Verter. Booted up on my SX212 and got the 850 status screen. Even though the modem is directly connected, the program thinks it is talking thru an 850. All the commands that I needed worked just fine on HOMETERM - downloads, disk directories, pauses, everything ! Tom Neitzel has passed on the word that the same handler will allow the SX212 to run Amodem 7.4, a program that I am not familiar with, but is very popular. I have not tried to replace the handler in EXPRESS with the R-Verter code. I don't think that task will be as simple as re-compiling the code, since EXPRESS seems to use all available memory. None the less, those 8-bit users who own SIO connect 300 baud modems can upgrade to the SX212 and start tele-computing immediately with Amodem or HOMETERM.

One or two more comments.

The manual states that the modem cannot be used on an 800XL with a cassette recorder. The Motor line is fed into the modem and is grounded thru a 680 ohm resistor. This appears to upset the 800XL or the recorder or somebody. I don't see any significant differences between the 800XL and the rest of the Atari line in this respect, so expect this restriction to apply to all 8-bit models.

A suggestion is made to place the modem on top of your disk drive and the phone on top of the modem. Some telephones have magnets in them - put it someplace else if you are not sure. Some disk drives generate considerable heat, while the SX212 seems very cool. I put my modem under my drive, leaving the vents on top of the drive clear for good cooling.

The bottom line on this modem is that it is a great value for the money, performs well and can be used on either 8 or 16 bit systems with a minimum of expertise. The 8-bit software is not yet available from Atari, but even that can be fixed for the time being. No modem offers you so much for so little. Don't overlook this bargain!!



Balance of Power

Geopolitics in the Nuclear Age

Review by: Frank Kliwer

In a search to find a game that involved something more than just holding down the fire button and shooting everything that moved and most that didn't, I found myself purchasing a copy of **Balance of Power** by Chris Crawford. This game requires, more than anything else, the use of judgment.

It soon became clear that I had developed an extremely aggressive attitude from my previous computer gaming experience, as I found myself pushing minor diplomatic conflicts to total world destruction several times the first night I had this program at home. There is no bonus for this type of outcome; the screen goes black and you are greeted with the message that there will be no mushroom clouds or flying bodies, as failure is not rewarded, and then you are sent back to the desktop to begin again.

There are four game playing options, from beginner up to nightmare. Each level implements more complexity into the international relations, with the last level unfolding at a scary pace. You can play as either the President of the U.S.A. or the

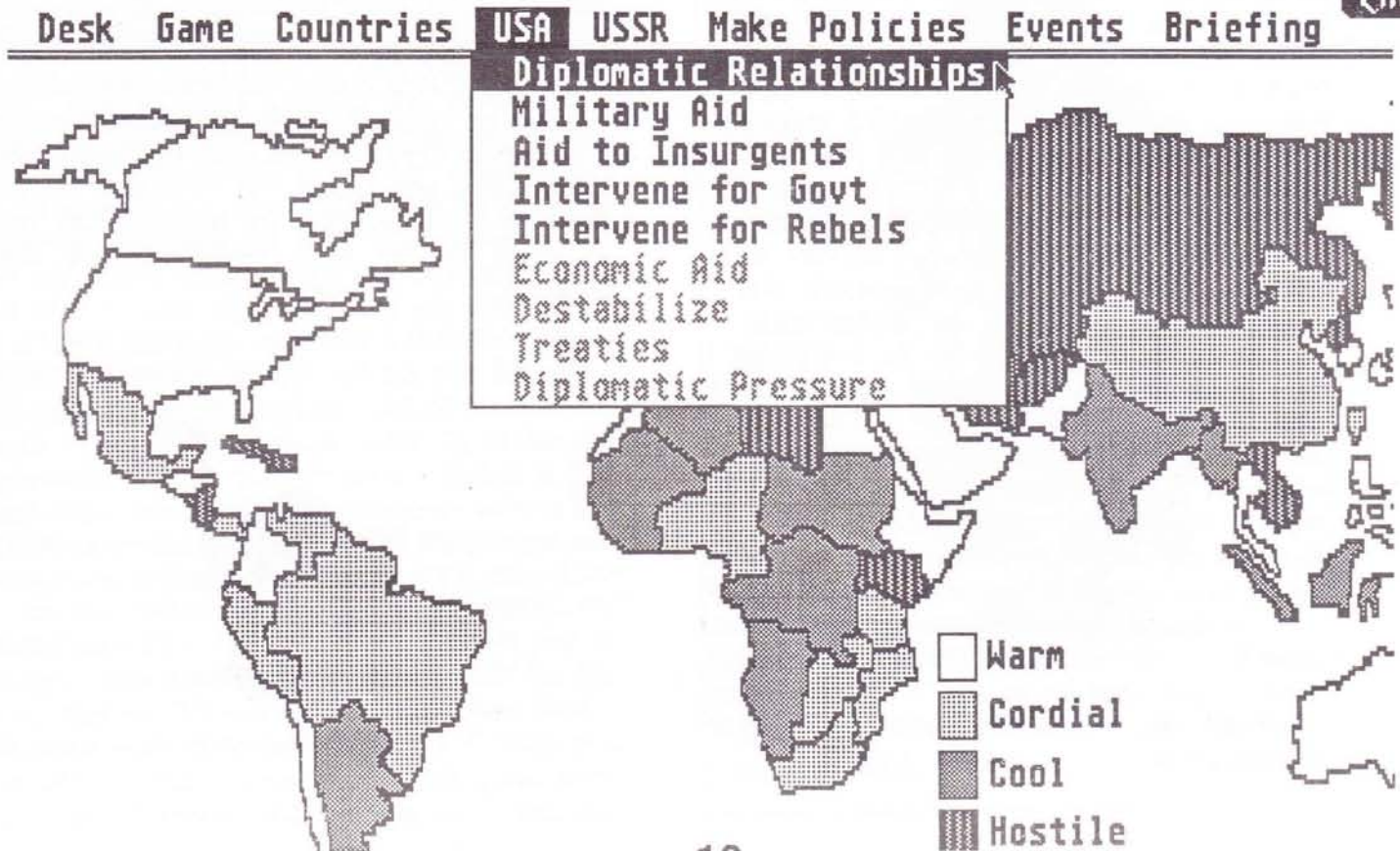
leader of the U.S.S.R. Trying the latter on for size gives you an uncanny experience. There is also a two player mode. Your term in office is for eight years (regardless of your performance after four). Each year or turn lasts a few minutes or longer depending on how many decisions you choose to implement. After the end of the eight turns the side with the highest world prestige wins.

Playing **Balance of Power**, you find yourself developing an appreciation for the subtleties of superpower give and take. You are also given an in-depth view of every country's social and economic situation. In addition to the screen you see below there are charts that allow you to follow the history of countries as the years pass.

I found the game play easy, challenging and very absorbing. The reality level was good, as Chris Crawford has put a ton of data into the AI database. The program has a pretty good form of copy protection since trying to play this game without the extremely well written manual is ridiculous.

Despite Mr. Crawford's betrayal of the 8-bit world, I'd recommend this return to Atari.

END



CLASSIFIED

*SLCC members may
advertise their hardware
or software free- original disks
and manuals only. Personal, non-
commercial ads only.*

For Sale or Trade - ST:

Hitchhiker's Guide to the Galaxy
Winnie the Pooh
Little Computer People

Wanted - ST:

Hard Disk Drive
Magic Sac
Tass Times
The Pawn
any wrestling games

Tony Hill 548-2306

**Wanted:**

Early issues of ANALOG (1-10) and
ANTIC (1-6) in reasonable shape

AXLON 128K upgrade with original
documentation and software

Bob Woolley

865-1672

Fractured Fractals

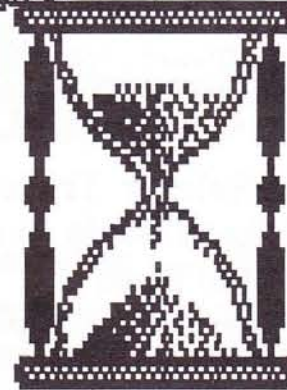
Seems like the editor didn't do such a good job on that Turbo Fractals piece that he printed in the July JOURNAL.... First, and most important, the author of the program is NOT Jerry Telfer, nor was he or the JOURNAL trying to represent him as such. Brian W. Hershey wrote the Turbo Fractal program and compiled the Turbo Basic code into machine language for PD distribution. Jerry Telfer was so impressed with the program that he took the time to contact Brian and request the source code. Seeing how other people write their programs is an excellent way to improve your own efforts, but with compiled software, the program logic is not readily visible (now, that's an understatement !). Brian had compiled the program to make it faster, not to obscure the code, and graciously sent Jerry a copy of the original Turbo Basic program. Turbo Basic has many structures that are not available in Atari Basic - Brian's program has many well done examples of how to implement them, study his methods. Give Jerry a hand for getting us the source and printing out all those special characters that would normally make your printer go nuts, but not for writing the whole thing - that applause belongs to Brian Hershey.

And, if that isn't enough, Brian left me a nice message on the KEY SYSTEM about updated versions of his program. 'Course, he left the message in JULY, and I signed on LAST WEEK (mid-September). Not only that, but I erased the message and then wiped out my buffer - I never even got a hardcopy to read. So, I can only rely on what I read at 1200 baud.... not much. Where ever you are Brian, my humble apologies.

Bob Woolley SLCC

Minutes

from September meeting



MINUTES GENERAL MEETING SEPTEMBER 1, 1987

The meeting was called to order at 8:05PM by President Barton. Roll call: All officers present.

Purchase of Federated stores by Atari was discussed. Main interest seemed to be what effect the purchase would have on users.

Software chairmen Cliff and Mark gave a demonstration of this months Floppy. Some of the highlights are BBK Artist a drawing program, PUP the Programers Utility Package, Rotowrench a maze game and Awesome Demo #1 a full disk demo from Germany featuring music and graphics.

The President reported the latest development from Atari concerning the agreed on donation of \$1000 cash that Atari was to give the SLCC for its work at the World of Atari show in June, it seems that Atari has unilaterally changed it to \$1000 in Atari product at full retail. After considerable discussion the following motion was made by Hood and seconded by many.

MOTION: That the Officers demand that Atari honor its agreement to give the \$1000 or if they wish to pay in Atari product the amount be \$3000 retail. Motion carried.

President Barton conducted the auction for the Atari 1027 printer which after spirited bidding was finally won with a \$66 dollar bid.

After a short break Program Chairman Dick Scott explained that there had been a last minute foul up and Spectrum Holobyte would not be here for tonights program. David Beckemeyer from Beckemeyer Development Tools would demonstrate some of his programs for the ST.

David had brought his "Point of Sale" program and hardware and proceeded to give a great demonstration of just how versatile the Atari can be with the proper programing and hardware. This Point of Sale equipment basically consists of a touch screen monitor connected through a 1040 ST to a cash drawer and printer and connected remotely to another 1040 with hard disk drive.

This equipment will allow a small business a way to computerize their operation and inventory control at a reasonable cost. A single register system can be had for about ten thousand dollars which is a real bargain for such a complete system.

David also discussed the hard disk utility package and Multi-Tasking programs offered by his company. After a lengthy question and answer period the demonstration was brought to a close.

A short general Q&A discussion covered some of the things that have been learned about the new ST ROM's that are now being beta tested. It was reported that the new ROM's have problems running some of the software currently available and that the 40 folder problem can still be brought up under certain circumstances.

Being no further business the meeting was adjourned at 10:30 PM.

Respectfully Submitted

Jim Moran - Secretary

END

October 1987

SLCC Calendar of Events

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

				1	2	3
4	5	6 MAIN MEETING 8PM San Leandro Public Library	7	8	9	10
11	12 ST SIG 8PM San Leandro Public Library	13	14 EXECUTIVE BOARD MEETING	15 BASIC SIG 8PM	16	17
18	19	20 BEGINNER'S SIG 7:30PM TELECOMMUNI- CATION SIG 8 PM	21 EDUCATION SIG 7 PM ST SOFTWARE SIG 8 PM	22	23 JOURNAL DEADLINE	24
25	26	27 PASCAL SIG 7 PM BUSINESS SIG 8 PM	28	29	30	31

Now That It's Plugged In....

The SLCC Beginners SIG is for those who own Atari 8-bit computers and consider themselves a novice or beginner. We discuss Basic, DOS, operations, system set-up, keyboard functions, and other introductory material. SIG meetings are held on the third Tuesday of each month at 7:30 PM. Call Richard Stiehl at 352-3444 or 562-7485 for information and directions.

See you there.....

RS

SIG (special interest group) leaders and their phone numbers are located on the Table of contents page at the front of the Journal. Please call them for more details or directions.

October Meeting

By Dick Scott

For our next meeting, our guest speaker will be Mr. Jack Powell, director of Product Development at ANTIC magazine, and Spectrum Holobytes demonstrating their laser capabilities on Fleet Street Publisher. This is one meeting that you will want to attend! I certainly appreciate David Beckmeyer, President of BECKMEYER DEVELOPMENT, for showing his new Atari 1040 ST cash register with it's touch screen, inventory control, and all the other nice things that you need in a cash register system. It is sure amazing what an Atari computer can do in the hands of an expert!

If any of you know of a company or individual that would be interested in demonstrating their program or product at one of our meetings, please call me or tell me at the meeting. At the present time, the meetings are booked up thru December. In November, we will have a representative from ACTIVISION and in December, we will hear from BRODERBUND.

SEE YOU AT THE MEETING!

SLCC

JOURNAL



P.O. BOX 1506, SAN LEANDRO, CA 94577-0374

Next Meeting:

October 6, 1987 • 8 pm
San Leandro Community Library
300 Estudillo Ave

TO

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